

WINTER 2007
CITY OF CHANDLER
MEN'S FLAG FOOTBALL

REGISTRATION DATES

Class 1 Priority 2	November 13-21, 2007
Class 2 Priority 3	November 26- December 1, 2007

LEAGUE PLAY

Winter league play will begin on Saturday, January 19, 2008 at Folley Park Multipurpose field, 601 E. Fry Road.

LEAGUE FEES

Fees must be paid at the time of registration. Registration fee can be paid with a credit card (Visa, Master Card AMEX), money order or cashier's check.

Men's Football Fee	\$399
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REGISTRATION PROCEDURE

A completed and signed roster must be received during the time of registration along with league fees. Any team failing to turn in completed roster and appropriate fees by the deadline will lose priority. Mail in registration forms will be accepted at: Adult Sports Registration, City of Chandler, Snedigar Recreation Center, Mail Stop 502, PO Box 4008, Chandler, AZ 85244-4008. You may drop off registration forms on your priority registration dates only at the Snedigar Recreation Center, 4500 S. Basha Rd., from 8:00 a.m. to 9:00 p.m. Mon. – Thur. and 8:00 a.m. to 5:00 p.m. Fridays.

REGISTRATION POLICY

The City of Chandler offers priority registration to Chandler residents and businesses. Teams with at least 80% of their players who live or work in Chandler are considered Class 1 teams. Class 1 teams failing to register during the priority registration period lose their priority status. **Those teams not having 80% of their players living or working in Chandler are considered Class 2 teams.** All registration will be *MAIL IN OR DROP OFF REGISTRATION* (drop off registration will be processed after the daily mail in registration is completed). The Snedigar Recreation Center Staff must process drop off registration and you must be issued a receipt before your registration can be accepted. **DO NOT** drop off registration after hours by putting registration through the door.

COACHES MEETING

A mandatory coaches meeting for all **new** teams will be held on **Wednesday, December 12, 2007** at the Snedigar Recreation Center at 7:30 p.m.

ALCOHOLIC BEVERAGES

Prohibited in City Parks. City Code, Chapter 11, Section 3, and Chapter 31. Players/teams will be dropped from the league for this violation.

AWARDS

15 individual T-shirts awarded to the first and second place team and 15 individual T-shirts awarded to the first place team in the post-season tournament.

EJECTIONS

Simple Ejection: Any player, coach, or fan that uses inappropriate language (cursing) may be ejected from a game. Unsportsmanlike activity, such as unnecessarily rough play or other unsportsmanlike activity may lead to ejection from a game.

Penalty for Simple Ejection: A one game suspension after the game you were ejected from. Any player, fan, or coach/manager who is ejected twice in the same season is ejected from the league for the next complete season. Any ejected player, fan, or coach/manager must leave the park area immediately. **Players**

ejected during tournament play will be suspended for the remainder of the tournament and fines must be paid. Team registration will be suspended until fine is paid.

EJECTION FEES

A fee of \$20.00 will be imposed on the team with each ejected player from a game. The fee must be paid prior to the following weeks game(s). Failure to pay the ejection fee will lead to a forfeit of all future games until the fee is paid. If the ejection occurs in the last game of the season, teams must pay the fee prior to the next registration period or they will not be able to register until the fee is paid. In addition, the ejected player will serve a minimum one game suspension. Depending on the severity of the player conduct for the ejection, the suspension could be a calendar year or longer. **Players ejected during tournament play will be suspended for the remainder of the tournament and fines must be paid. Team registration will be suspended until fine is paid.**

OUTRAGEOUS CONDUCT

Any player, coach, or fan, who displays "*Outrageous Conduct*" (such out of control behavior is defined as and includes: A verbal tirade and fusillade of abusive language, gestures, or threats towards other players, fans, officials, or City staff; physical contact with any other player, fan, official, or City staff; throwing, kicking, or striking of objects in a threatening or dangerous manner, this conduct includes harassing behavior such as following another player, fan, official, or City staff off the field or court, into the parking lot or off the premises, or any attempt to block the departure of other players, fans, officials, or City staff from their departure.) Such conduct can lead to a full calendar year suspension or more and possible criminal prosecution.

FORFEITS: A forfeit will be declared for one or more of the following infractions:

- Not having the minimum number of players (7) on the field at game time.
- Illegal players (those not on roster, using assumed names, or ineligible players) participating. Teams using illegal players will have affected games declared forfeits.
- Misconduct on the part of the players, coaches, or members of other teams in the program before, during, or after a game.
- Failure to finalize a roster prior to the team's scheduled first game.

FORFEIT FEES: A forfeit fee will be imposed on a team's second forfeit. A 1,2,3 count will be assessed. For the first forfeit, a warning will be issued. Upon a team's second forfeit, the team will be required to pay a \$20 fine. The fine **MUST** be paid prior to their next game. Teams that do not pay or refuse to pay this fine, will be dropped from the league. The third forfeit will result in a \$20 fine, possible removal from the league and lose their priority registration status for the upcoming season. Site supervisors at the game site *will not* accept payment for any fees. All fees must be paid at the Chandler Community Center or the Snedigar Recreation Center and you must show the site supervisor at your next game your receipt for the forfeit fee payment before your team can play. Please be prompt in paying your forfeit fee. The recreation centers are not open for payment after 2:00 p.m. on Saturdays, closed on Sundays, and do not open again until 8:00 a.m. on Monday.

GAME AND FORFEIT TIME: Time listed on the schedule is game time and forfeit time. Games will start at 9:00 a.m., 10:00 a.m., 11:00 a.m., and 12:00 p.m. for the American Conference 1 and 1:00, 2:00, 3:00, and 4:00 p.m. for the American II Conference. Be prepared to play any time from 8:30 a.m. to 3:30 p.m. on Saturday. Teams will be assigned to a conference of play that best suits their ability. Any team that expects to forfeit a scheduled game is required to call the league coordinator at 480-782-2704.

GAME SUPERVISION: Three officials are provided for each game. A field supervisor is on hand to supervise all players, spectators, and officials.

SPORTS HOT-WEB SITE: Go to our web site at www.chandleraz.gov/adult-sports after 4:00 p.m. on Monday following your game. Hot Line is updated with results from previous weeks games.

INSURANCE: The City of Chandler does not provide player insurance for this league. Players play at their own risk.

LEAGUE PLAY: (Eight-team league playing a single round schedule.) Games will be played on Saturdays.

PHYSICAL ASSAULT: No player or manager shall, at any time, lay a hand upon, shove, strike, or threaten another player, official, field supervisor, or spectator. The player will be ejected from the ball game and will not be allowed back in the league for the remainder of the season. Physical assault could result in prosecution.

PLAYER ELIGIBILITY: An eligible player is a player who is at least 16 years of age by the first league game, and is legally listed on the team roster.

POST-SEASON TOURNAMENT: A single elimination tournament will follow the end of the regular season. All teams qualify for this tournament.

PROTEST: Protests must be made at the time the play in question is committed. The coach must notify the referee before the next snap. The referee and field supervisor will attempt to solve the problem. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of a referee. Rule(s) interpretation will be the only consideration for a protest. If the field supervisor or referee does not settle the protest submit a written protest to the Chandler Recreation Division no later than 5:00 p.m. of the next working day. The Sports Coordinator will review the protest and notify the coach when a decision has been made. Questions on player(s)' eligibility, age, identity and uniforms must be brought to the attention of the referee and field supervisor by the coach before the game ends. Once the game ends, no protests involving eligibility, age, uniforms or identity will be considered. Protests of a player's eligibility, as a result of playing under an assumed name, or player not listed on an official roster shall be resolved by immediate photo ID verification by the field supervisor. If the player cannot provide ID, he is removed from the game. If the player is found to be illegal, the penalty will be the loss of the game.

ROSTERS: Rosters must be legible and all information filled in or they will not be accepted. Rosters may have up to (20) players and must be turned in with fee payment at time of registration. Any player may be deleted from the roster; however, teams have up to the first game to finalize their 20-man roster. All rosters are frozen as of the first game.

ROSTER CHECK: The Field Supervisor will randomly verify all players' residences or places of employment at the first game. Verification will continue until all teams have been checked. Players are not eligible for play until they provide proper ID. Players must carry proper identification with them.

TIED STANDINGS: If teams are tied for the trophy or tournament consideration during the regular season, final standings will be decided in the following manner:

- ◆ If two teams tie for a position in the standings, whichever team defeated the other during the regular season will then receive the higher position in the standings.
- ◆ If three or more teams tie for the same position, then whichever team had the best record among the teams that were tied will then have the higher position in the standings.
- ◆ If teams are still tied, placement will be determined by runs scored on head to head total.

UNIFORMS: Teams will be required to have shirts of the same color(s) with numbers (at least 4" high) on front or back while playing in the game. If a player is found to have an illegal uniform, the penalty will be an ejected player.

**CITY OF CHANDLER RECREATION DIVISION
WINTER 2007 MEN'S FLAG FOOTBALL PROGRAM
RULES SHEET**

The following City of Chandler rules will cover 95% of all the rules you will encounter during a game. Any situations not covered in the City of Chandler rules below will be covered by the National Intramural-Recreation Sports Association rulebook. The City of Chandler rules take precedence over any rules that may conflict with in the N.I.R.S.A. rulebook. If you would like a copy of the N.I.R.S.A. rulebook you can call (541) 766-8211 and order one.

I. THE FIELD

A. Dimensions

1. The dimensions are approximately 50 yards wide by 100 yards long.

B. Markings

1. The field is divided into five equal zones of 20 yards with a 10-yard end zone at each end. The lines separating the zones in the field of play run parallel to the goal lines. These are known as the first down lines.
2. There is a line at each end of the field, five yards long, located three yards into the playing field from and parallel to the goal line. The ball is spotted here for point after attempts.

II. THE GAME

A. Length

1. Each half is played with a 25 minute running clock plus five plays after time has expired. The five plays are only in effect in the second half.
2. Point-after attempts do not count as play.
3. Accepted live ball penalties do not count as plays.
4. Half-time is two minutes.
5. Mercy Rule: A game ends without the last five plays if a team is ahead by ten or more points after the second half 25 minute clock runs out.

B. Starting Time

1. Game time is forfeit time.
2. A coin flip will give the option of offense or defense or deferment of choice until second half.
3. The ball is placed on the offensive team's 20-yard line following a score or to begin the second half.

C. Players

1. Each team must have a minimum of seven players to start and finish the game. Less than seven causes a forfeit.

III. EQUIPMENT

A. Protective Equipment

1. Shoes may be soccer type with short rubber cleats or tennis shoes. No metal cleats or cleats that are long or of hard material shall be worn. Shoes must be worn at all times.

2. No jewelry may be worn except wedding bands.
3. No player may wear helmets, padded uniforms, sole leather, or other hard or unyielding substances.
4. No metal or other hard substance from a player's person or clothing is allowed.

B. Flags

1. Each player on the field must wear a belt on his waist line with three flags attached (one on each side and one on the back). Flags will be furnished by Chandler Recreation Division.

IV. PLAYERS AND SUBSTITUTES

A. Number

1. Eight players will constitute offense and defense.
2. A minimum of five offensive players must be on the line of scrimmage (LOS) at the snap of the ball.

B. Substitution

1. There is no limit to the number of substitutions a team may make provided each substituted player is in the game for one play and caused no delay of game.

V. TIME-OUTS

A. Each team has two one-minute time-outs per half.

B. Each team has one time-out per overtime period.

VI. SCORING AND SCORING PLAYS

A. Points

- Touchdown..... 6 points
- Points after touchdowns/Attempts. Each team has the option to run or pass the ball for points after touchdowns. However, the following points will be awarded based on placement of the ball. All point after attempts must originate from one of the following yard lines:
 - 5 yard line 1 point
 - 10 yard line..... 2 points
 - 15 yard line..... 3 points
 - Safety..... 2 points
 - Forfeit (Final score)..... 1 - 0
 - Penetration (Tie game)..... 1 point
 - The ball is put into play on the scoring team's 20-yard line following a safety.

VII. FUMBLES

A. Any ball that is fumbled or muffed and touches the ground is dead and belongs to the team last in possession or the offensive team at the spot it touches the ground.

VII. FLAGGING (Tackling)

A. A "tackle" occurs when an opponent pulls a ball carrier's flag. The ball is declared dead at the spot of the "tackle."

- B. Any time a ball carrier's flag falls off without being pulled by an opponent, the ball carrier may continue to advance the ball until he is touched (by one or more hands) below the head.
- C. A ball carrier may not interfere with the defensive team's effort to "tackle" him. The ball carrier may spin to avoid "tackling."
- D. When any part of the ball carrier touches the ground (other than his hands or feet) the ball is dead at that spot.

IX. BLOCKING

A. On the LOS

1. Legal blocking consists of checking with the body above the waist in a crouching or standing position. Only the blocker's feet may be in contact with the ground. Blockers may not leave their feet. The arms may be extended to "ward" off the defender. Blockers may duck their heads without using them as battering rams.

B. Off the LOS

1. Downfield blocking is permitted as described above.
2. Bumping or checking a receiver is legal only on the LOS.

C. Out-of-bounds

1. It is illegal to block a ball carrier out-of-bounds to stop the play. Penalty is 10-yards and automatic first down.

X. TIME LIMIT AND TIE GAMES

- A. Teams have 25 seconds to snap the ball from the time the ball is Spotted by the official.

B. Teams will enter sudden-death playoff if the game is tied at the end of regulation. The ball is placed at mid-field and a coin toss will decide which team begins. Each team gets one series of four plays. The team that advances the ball deepest into the opponent's territory, is the winner. No punts are allowed. If a team scores a touchdown, the PAT will be allowed according to "Scoring and Scoring Plays." If a defensive player intercepts a legal forward pass, the defensive team may not gain possession of the ball. The interception is considered part of the offense's four plays. The ball will be taken back to the LOS at that point. If both teams fail to make yardage, the game goes into a second overtime. Conditions are the same except each team now gets two plays.

XI. DEAD BALL

- A. The ball is dead when:

1. It goes out-of-bounds.
2. The ball carrier is legally flagged by an opponent.
3. A touchdown or safety occurs.
4. A fumbled or muffed ball touches the ground.
5. The center snap touches the ground before touching a player (if clearly fielded after one bounce, the ball is not dead).
6. Forward or backward pass becomes incomplete.
7. A ball carrier (without flags) is touched by one or more hands below the head by an opponent.
8. The referee rules the ball "not in play".
9. Any part of the ball carrier other than his hands or feet touch the ground.

- B. Offside
 - 1. A player is offside when any part of his body is over the LOS when the ball is snapped.

XII. PASSING

- A. The offensive team is allowed one or more forward passes from anywhere behind the LOS. If the pass is incomplete, the ball returns to the LOS. No forward passes allowed beyond the LOS..
- B. Flag pulling of a player without the ball is prohibited. It is unsportsmanlike conduct.
- C. A receiver must have one foot in bounds to rule a completed pass.

XIII. PLAY ON THE LINE OF SCRIMMAGE

A. Defense

- 1. The defense can play either man-to-man or zone.
- 2. The defense cannot hit the center unless he attacks a defensive player or attempts to block.
- 3. On the LOS, the defense is allowed one check bump on the receiver. No checks are allowed off the LOS.
- 4. Defenders are not allowed to run through an offensive player. Defender must make effort to go around. Penalty is 10-yards from LOS.

B. Offense

- 1. The offense must be set a full second before snapping the ball.
- 2. Any movement by an offensive player (except man in motion) after being set before the snap is illegal procedure.
- 3. The quarterback must be one yard or more behind the center, and receive an airborne hike.
- 4. Only one player in motion at a time. He must run parallel to or away from the LOS and may not run toward the LOS until the snap.
- 5. All offensive players must be within 15-yards of the ball when it is ready for play.
- 6. All players are eligible to receive a forward pass.
- 7. At least five offensive players must be on the LOS snap.
- 8. The receiving and kicking teams must have at least seven men on the LOS for all punts. The offensive team is only required to tell when it is punting on fourth down. Both teams must respect the neutral zone until the ball is kicked. The punt must come from at least five yards behind the LOS and ten seconds after receiving the snap from the center
NOTE: The ball is dead if it touches the ground on a snap from center. The defense may not rush and the offense may not leave the LOS until the ball is punted. The defense must stand still. No jumping or running up and down the LOS. Center must hike the ball between his legs on free kicks. The punter must be a minimum of five yards behind the center. A punt returner may let a punt hit the ground; field it cleanly, and run with it.

XIV. PENALTIES

- A. If the penalty occurs during a loose ball play (pass or punt), the penalty is enforced from the previous spot and the down played over.
- B. On a live play, the penalty is enforced from either spot of the foul or the end of the play, whichever hurts the team the most and the down played over.
- C. The following infractions receive a loss of five yards:
- Illegal forward pass.
 - Intentional grounding.
 - Excess time-out.
 - Delay of game.
 - Putting ball in play before declared ready.
 - Illegal snap.
 - Infraction of scrimmage formation.
 - Offensive player illegally in motion at the snap.
 - False start.
 - Illegal kick, infraction of kick formation.
- D. The following infractions receive a loss of ten yards:
- Team not ready to play at start of half.
 - Offensive pass interference (loss of down).
 - Striking, kicking, kneeing, elbowing, etc.
 - Roughing the kicker.
 - Unsportsmanlike conduct.
 - Person illegally on the field.
 - Hurdling.
 - Tripping.
 - Running into opponent.
 - Clipping.
 - Illegal use of hands or arm by offense.
 - Protecting flag.
 - Illegal removal of flags.
 - Obstructing ball carrier.
 - Interference with opportunity to catch a punt.
 - Defensive pass interference - automatic first down.
 - Roughing the quarterback - automatic first down.

XV. DEFINITIONS

Blocking: Legally obstructing an opponent by contacting him with any part of the blocker's body. Blocker is allowed to contact only that portion of the opponent's body between his waist and shoulders.

Clipping: Running or diving into the back, or throwing or dropping the body across the back of the legs of an opponent.

Fumble: Loss of player possession other than by handing, passing, or punting the ball.

Muff: An unsuccessful attempt to catch or recover the ball.

Hurdling: Attempt by the runner to jump with both feet or knees over a player who is still on his feet.

Neutral Space between the two LOS's and is established when the ball is ready for play.

Offside: The position of a player, except the snapper, any part of whose person is beyond his scrimmage line when the ball is put into play.

Forward Pass: Thrown toward opponent's line.

Backward Pass: Thrown toward or parallel to the passer.

Stance: All players (offense and defense), except the snapper, must be on their feet with neither hand touching the ground at the snap. A player's hands on his knees is permissible.

Backfield line: A vertical plane one yard behind and parallel to the scrimmage line of the offensive team.

Shift: A shift is simultaneous change of position by two or more offensive players after the ball is ready for play from scrimmage and before the next snap.

Man in motion: One offensive player may be in motion, but not in motion toward his opponent's goal line.

ADULT SPORTS REFUND POLICY

1. The Department encourages all teams to schedule activities carefully to avoid conflicts.
2. Full refunds will not be granted except in the event of a canceled league or tournament by the Department, or if a team can be found to replace the one requesting the refund.
3. Team withdrawal that occurs up to two weeks prior to the start of the league or tournament will be subject to a \$25 administrative handling fee.
4. Team withdrawal that occurs from two weeks prior to the start of the league or tournament to the day before the league or tournament begins will be subject to a \$50 administrative handling fee.
5. No refunds will be issued after the league or tournament has started.
6. Requests for refunds must be made at the Chandler Community Center during regular business hours, 8 a.m. to 5 p.m., Monday through Friday.
7. Refund checks will be mailed approximately three weeks after request has been submitted.